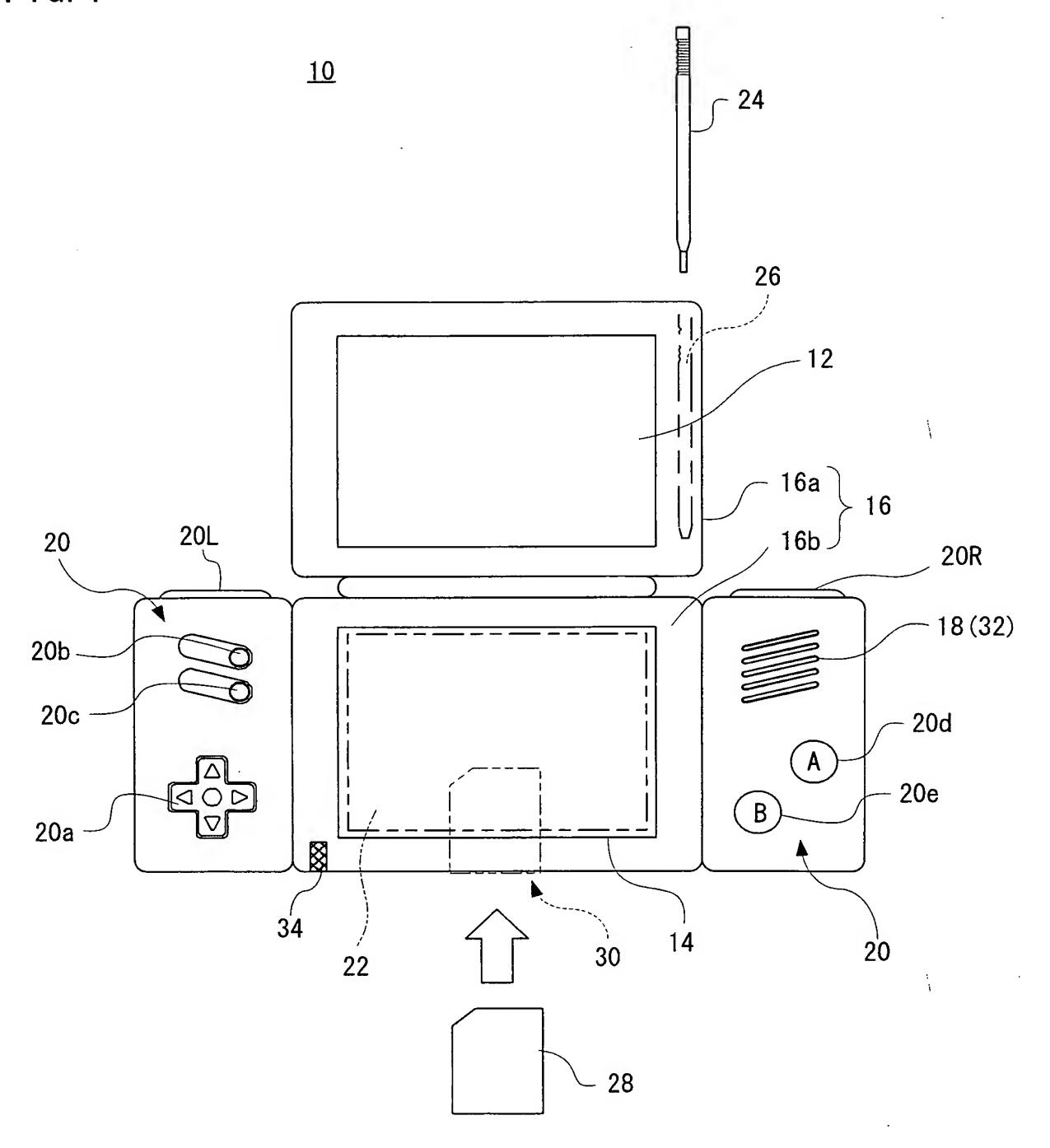
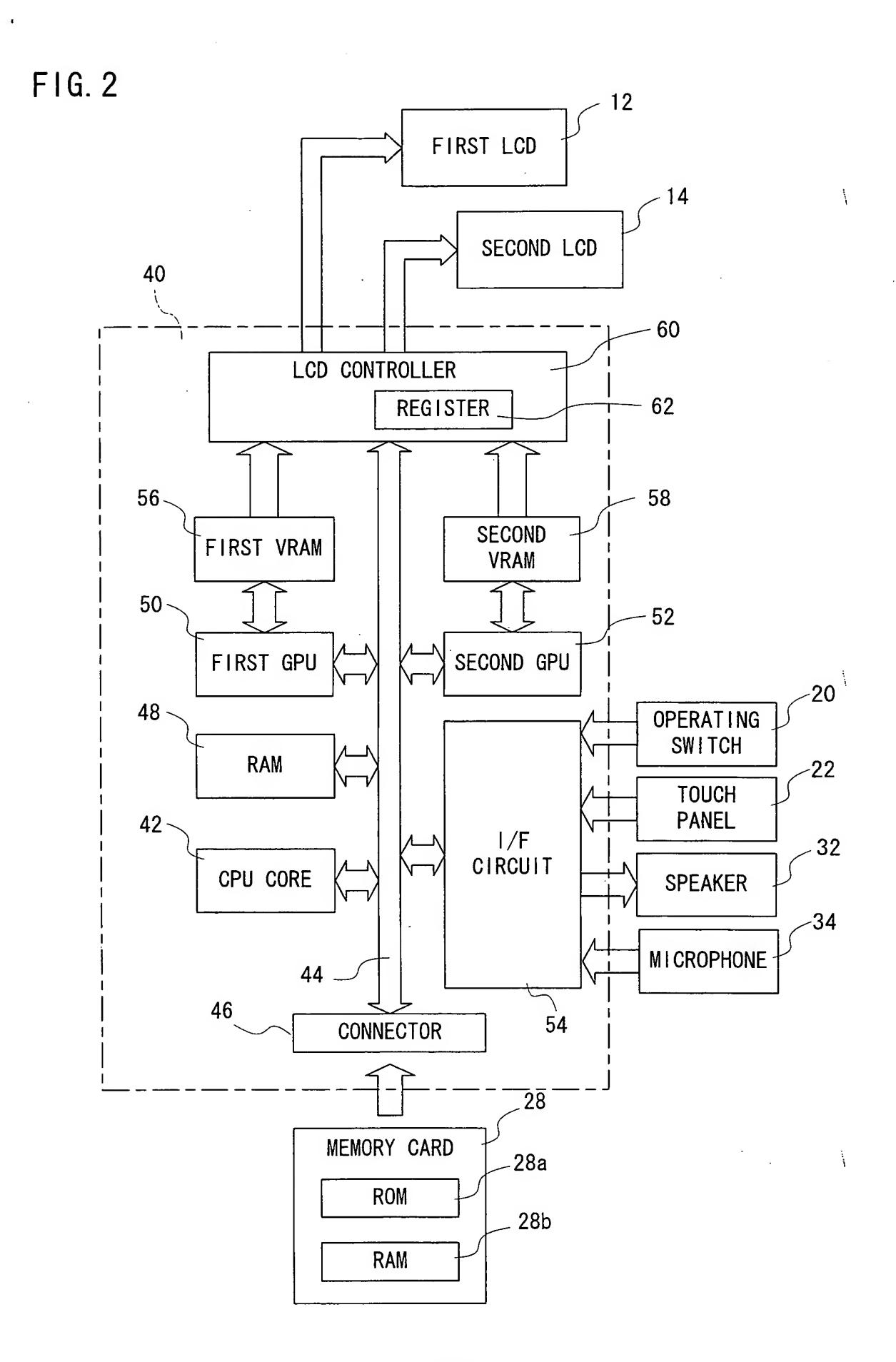
FIG. 1





GAME PROGRAM STORING AREA 70
TOUCH INPUT DETECTING PROGRAM 72
GAME IMAGE DISPLAY CONTROLLING PROGRAM 74
OPERATIONAL OBJECT IMAGE DETERMINING PROGRAM 76
SELECTED FIGURE DETERMINING PROGRAM 78
FIGURE ARRANGEMENT POSITION DETERMINING PROGRAM 80
CONDITION DETERMINING PROGRAM 82
PARAMETER DISPLAYING PROGRAM 84
PARAMETER CHANGING PROGRAM 86
IMAGE DATA STORING AREA 88
FIRST GAME IMAGE STORING AREA - CARDS ON THE BOARD DATA - CHARACTER IMAGE DATA, ETC.
SECOND GAME IMAGE STORING AREA - HAND DATA - OPERATION ICON DATA - PARAMETER IMAGE DATA, ETC.
SELECTED CARD STORING AREA 90
CARD NUMBER DATA
INSTRUCTED POSITION COORDINATES DATA
PARAMETER STORING AREA 92
OPERATIONAL OBJECT IMAGE FLAG AREA 94

FIG. 4

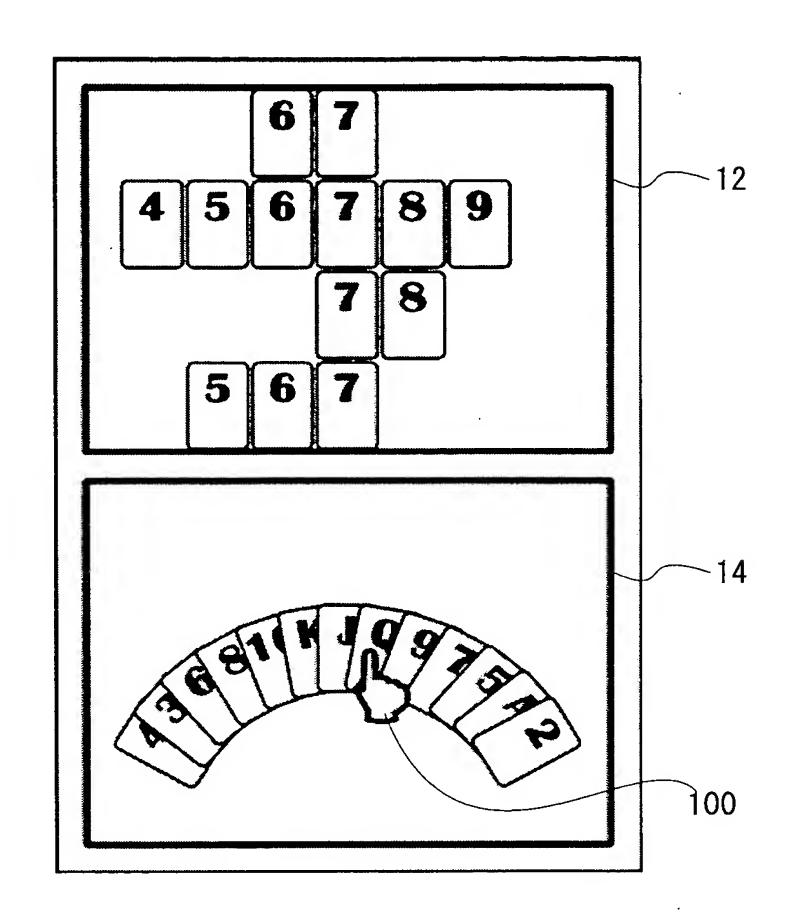


FIG. 6

102
67
89
14
100
78

FIG. 7

6 7 8

102

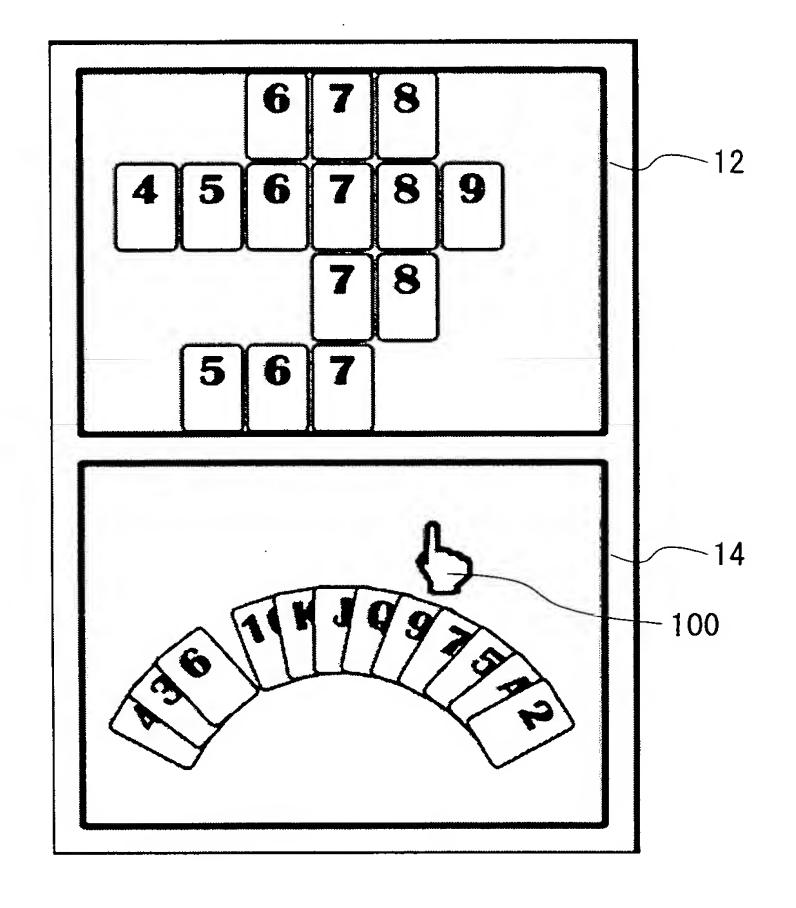
100

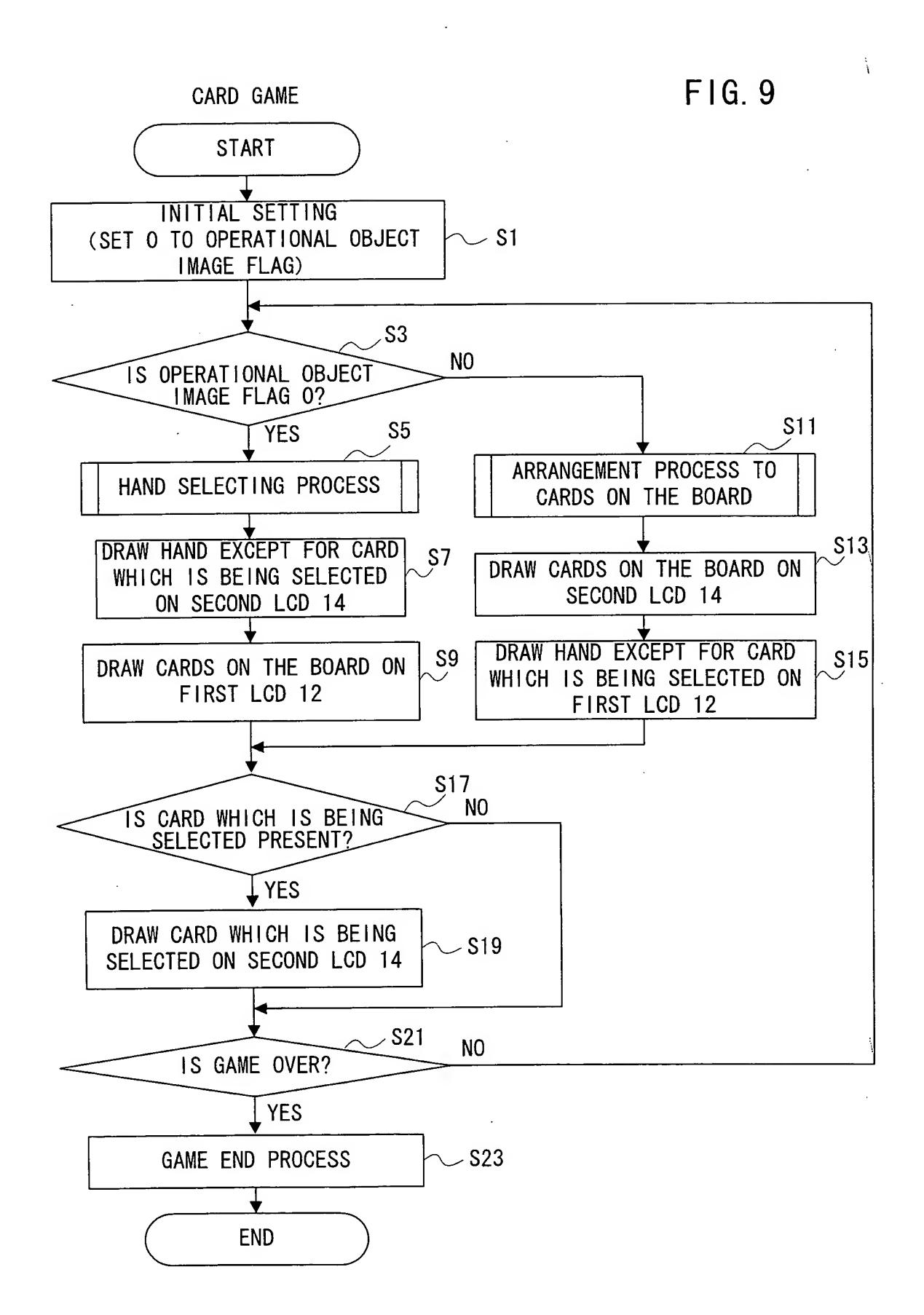
5 6 7

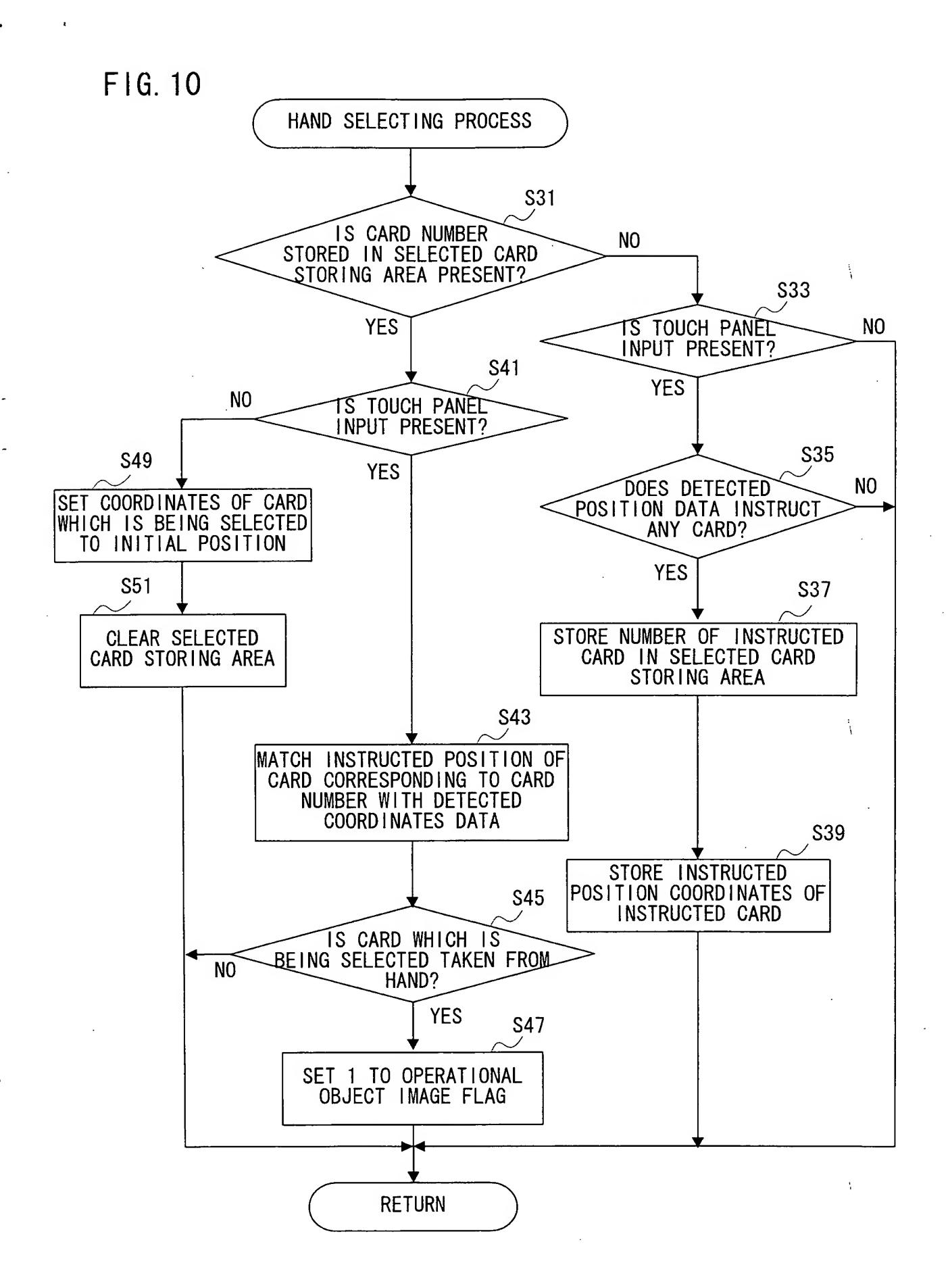
100

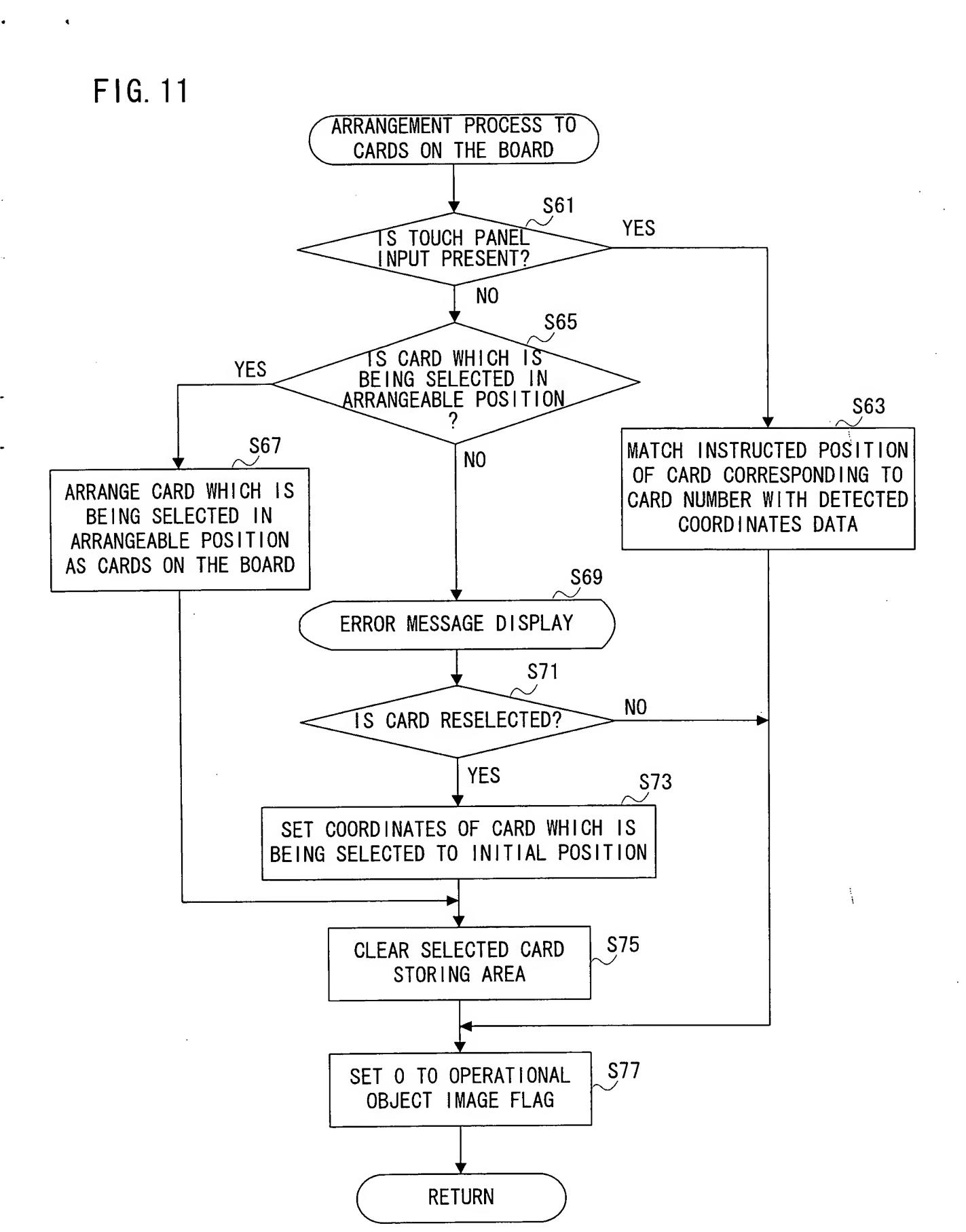
100

FIG. 8









THROW A BALL

112

CALL A PET

118

FEED A PET

120

FIG. 13

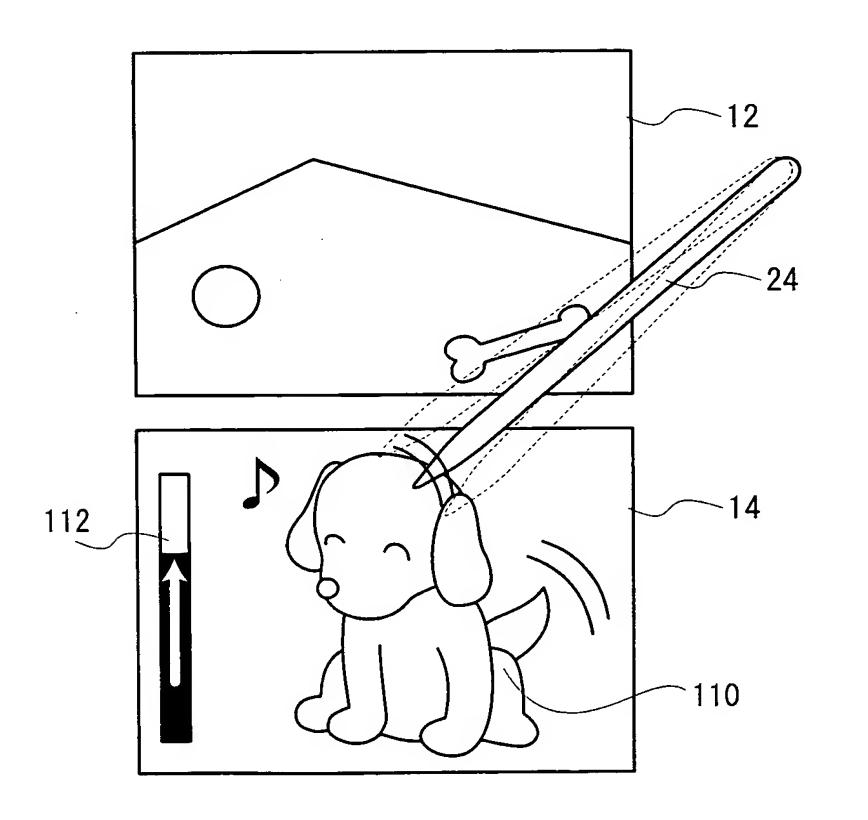


FIG. 14

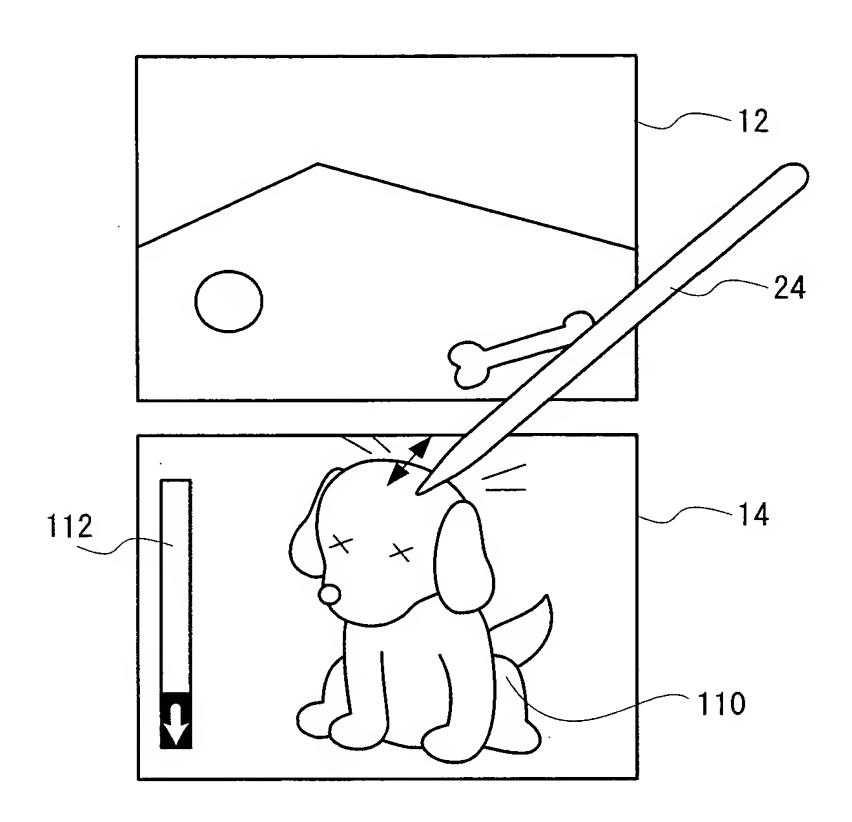


FIG. 15

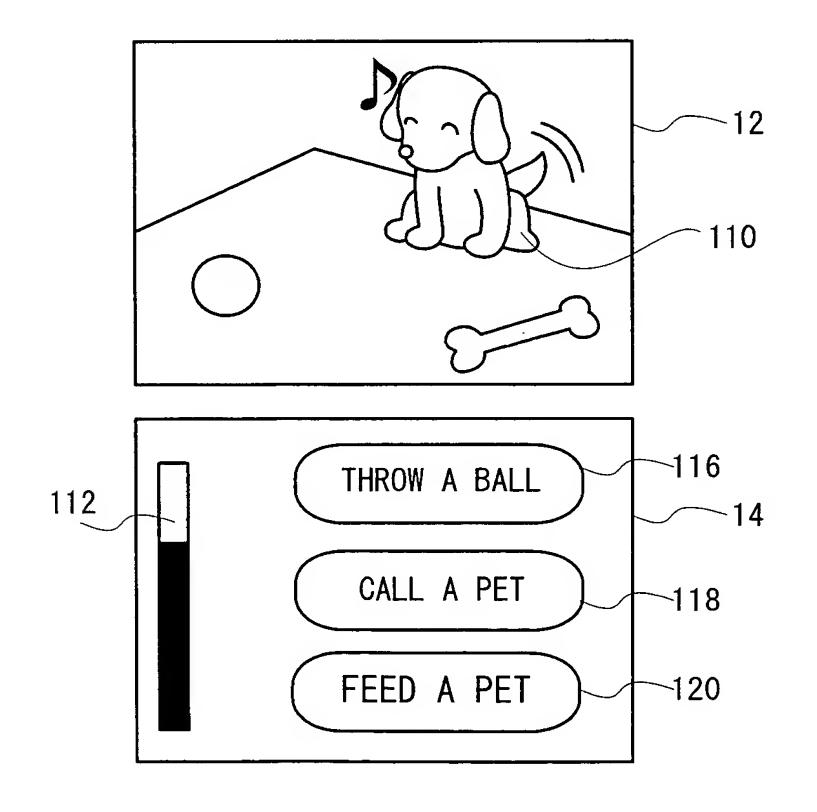


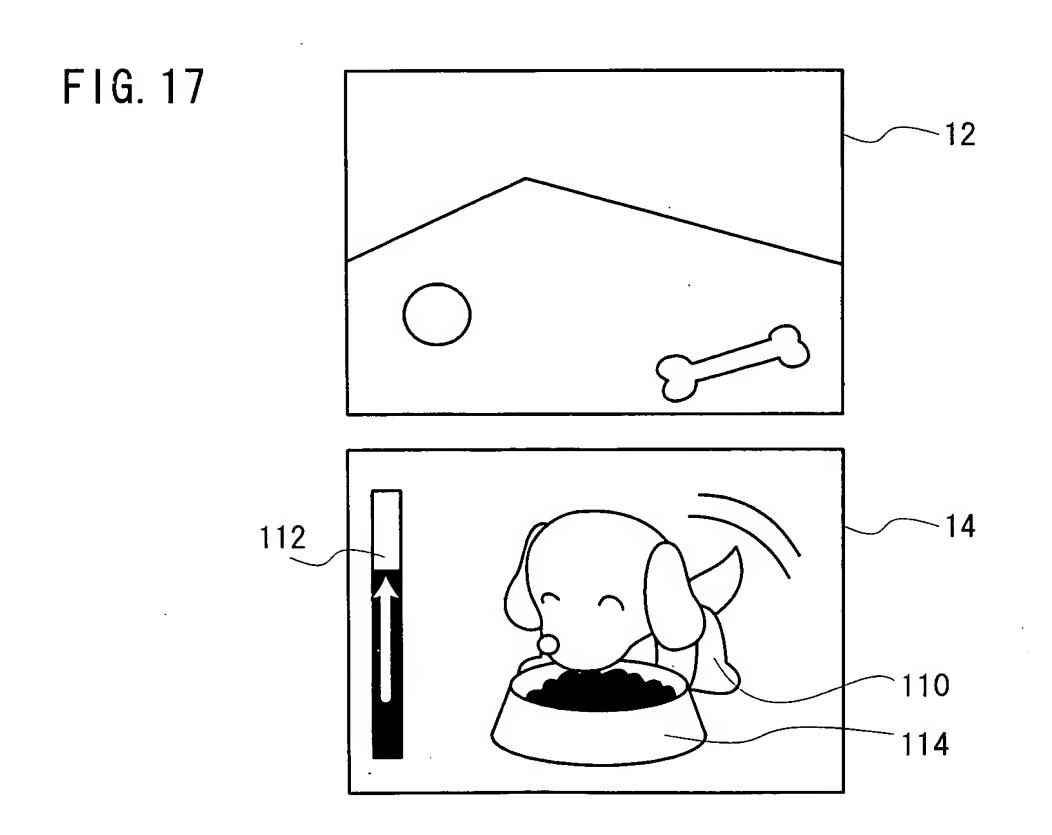
FIG. 16

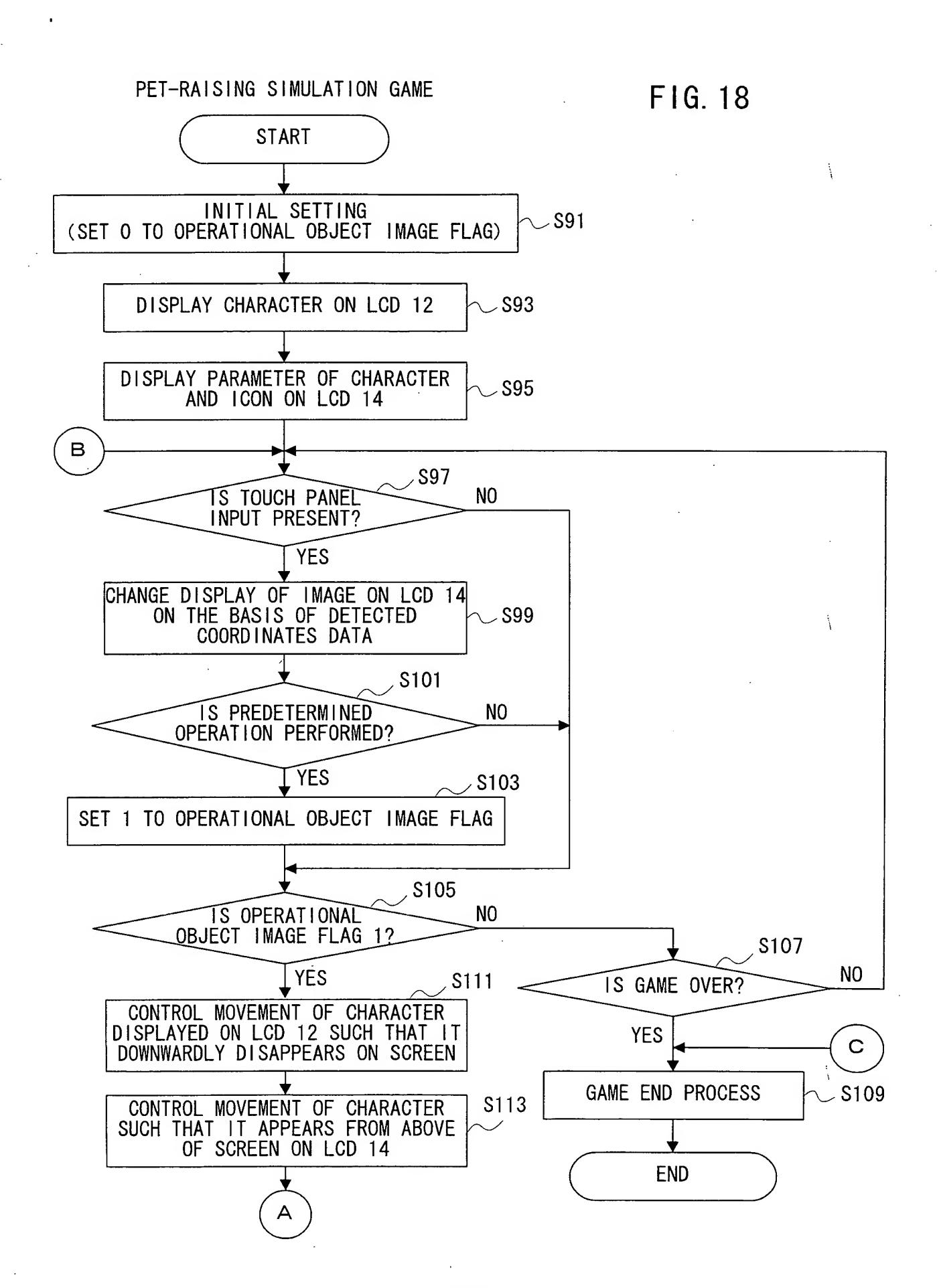
112

112

110

110





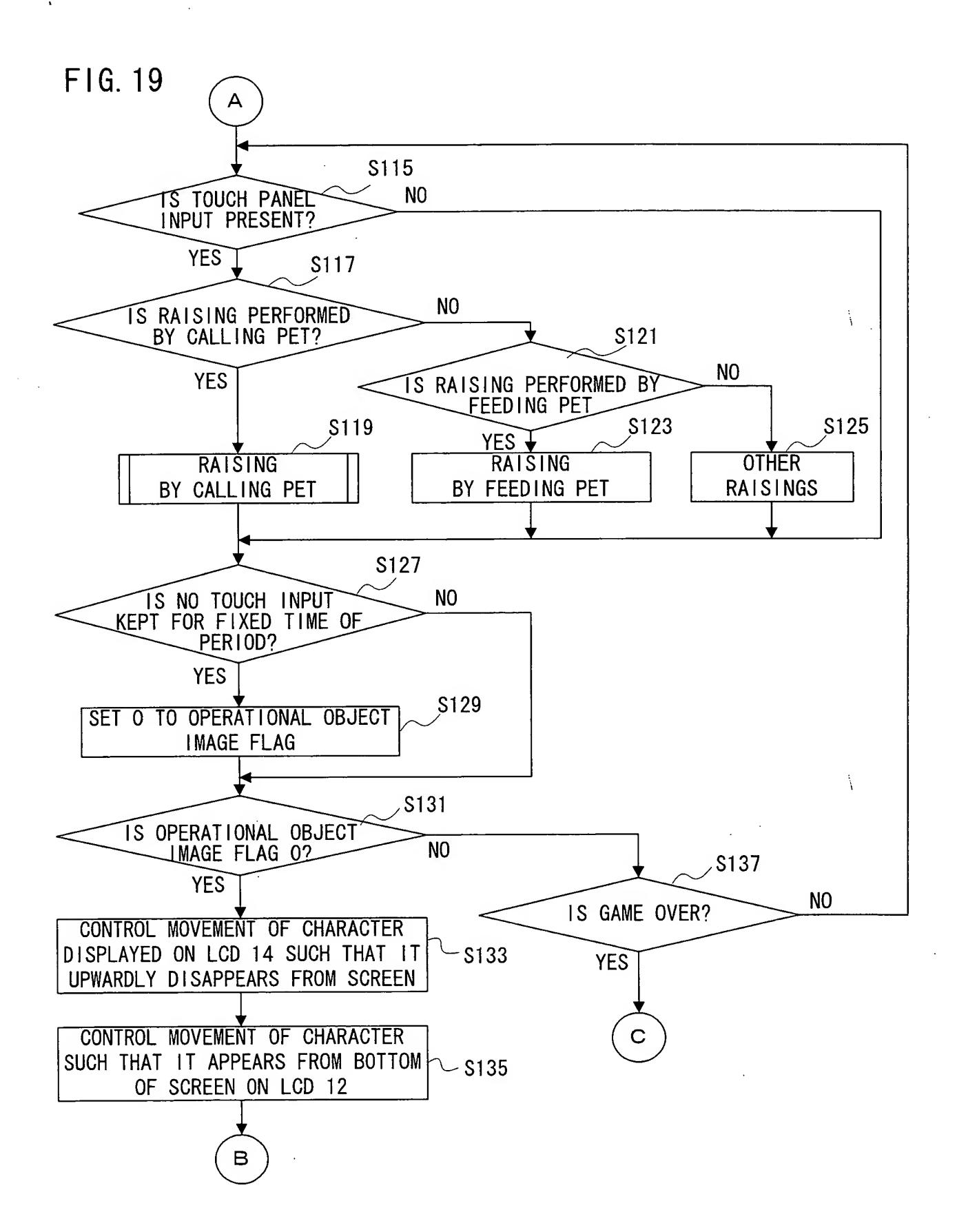


FIG. 20

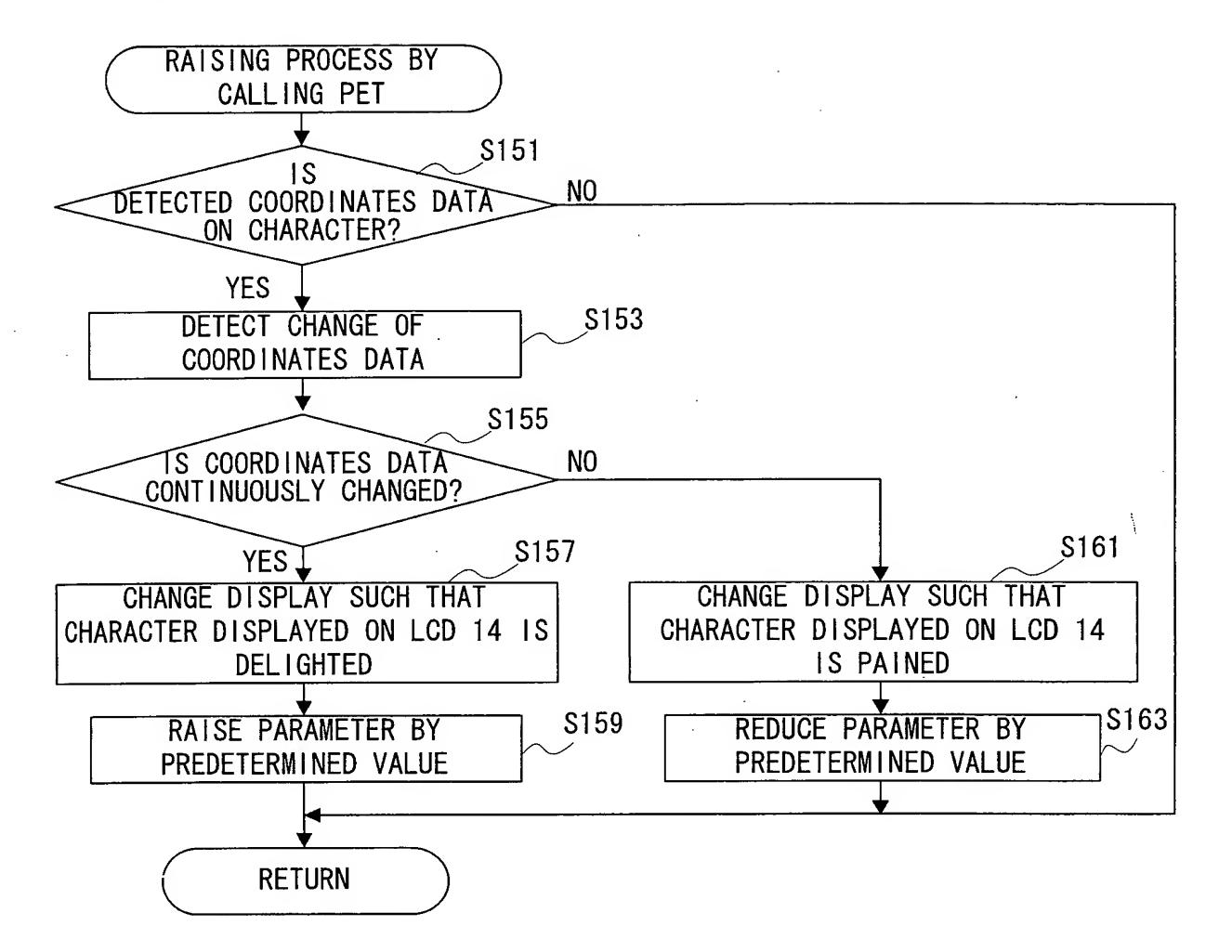
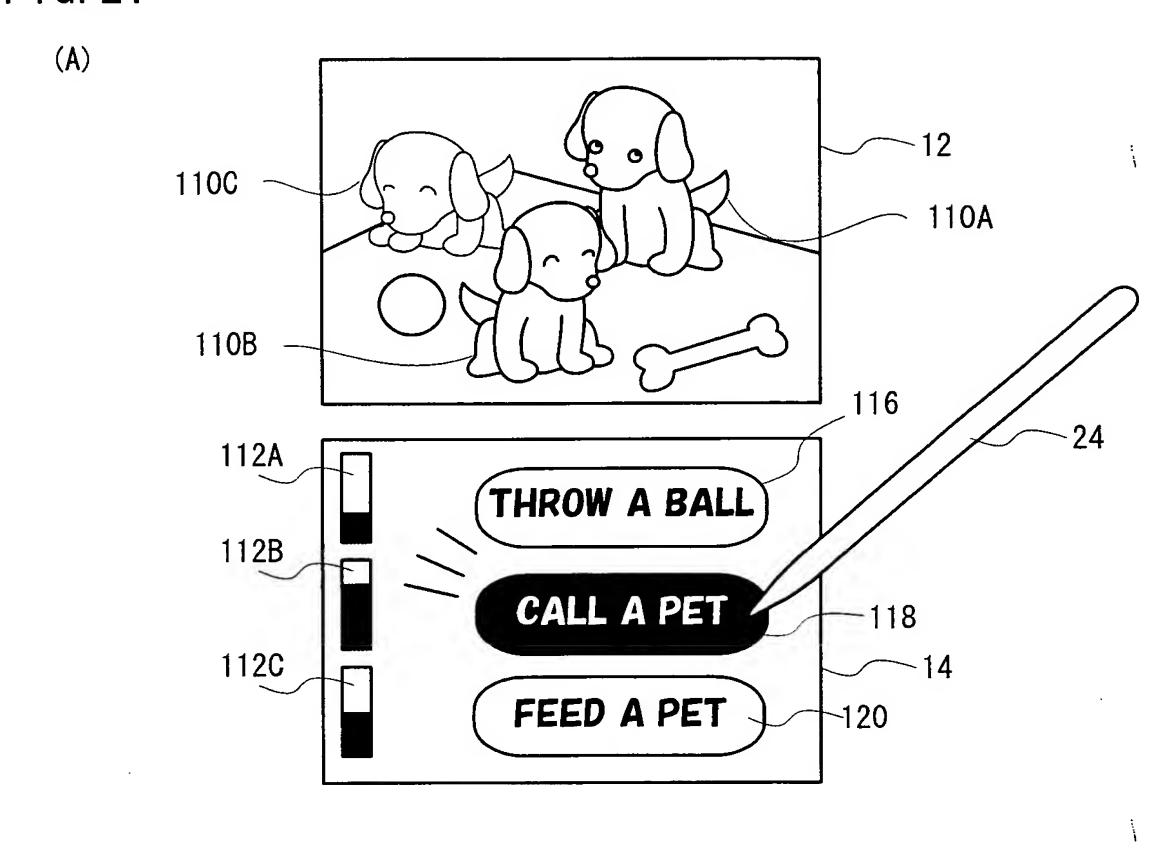
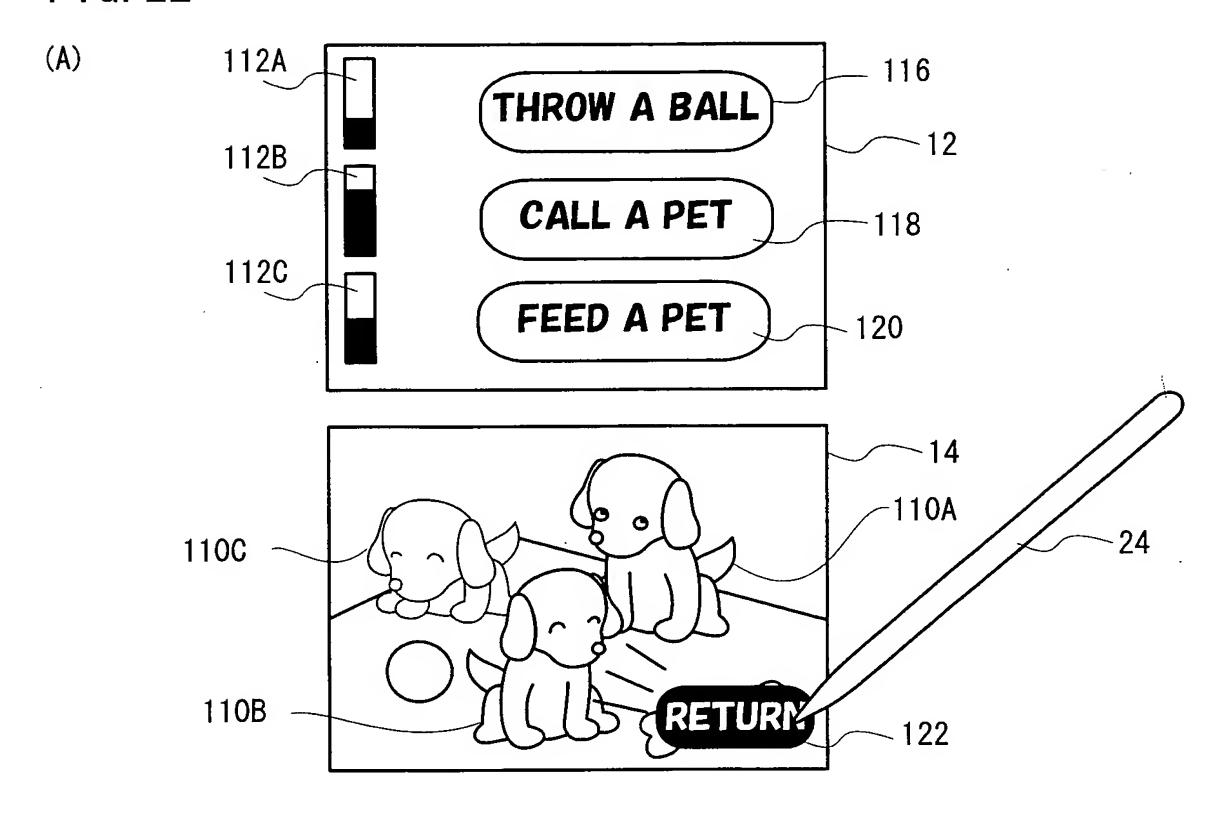


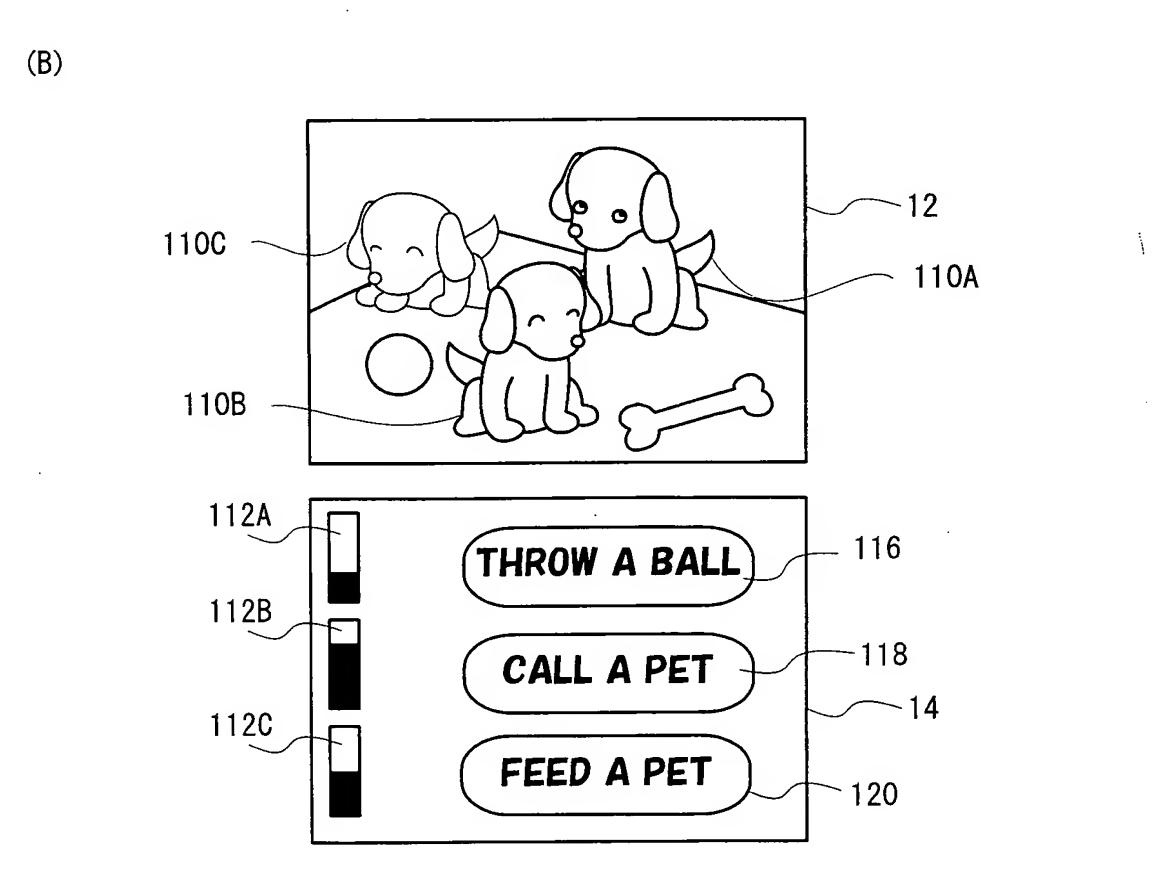
FIG. 21

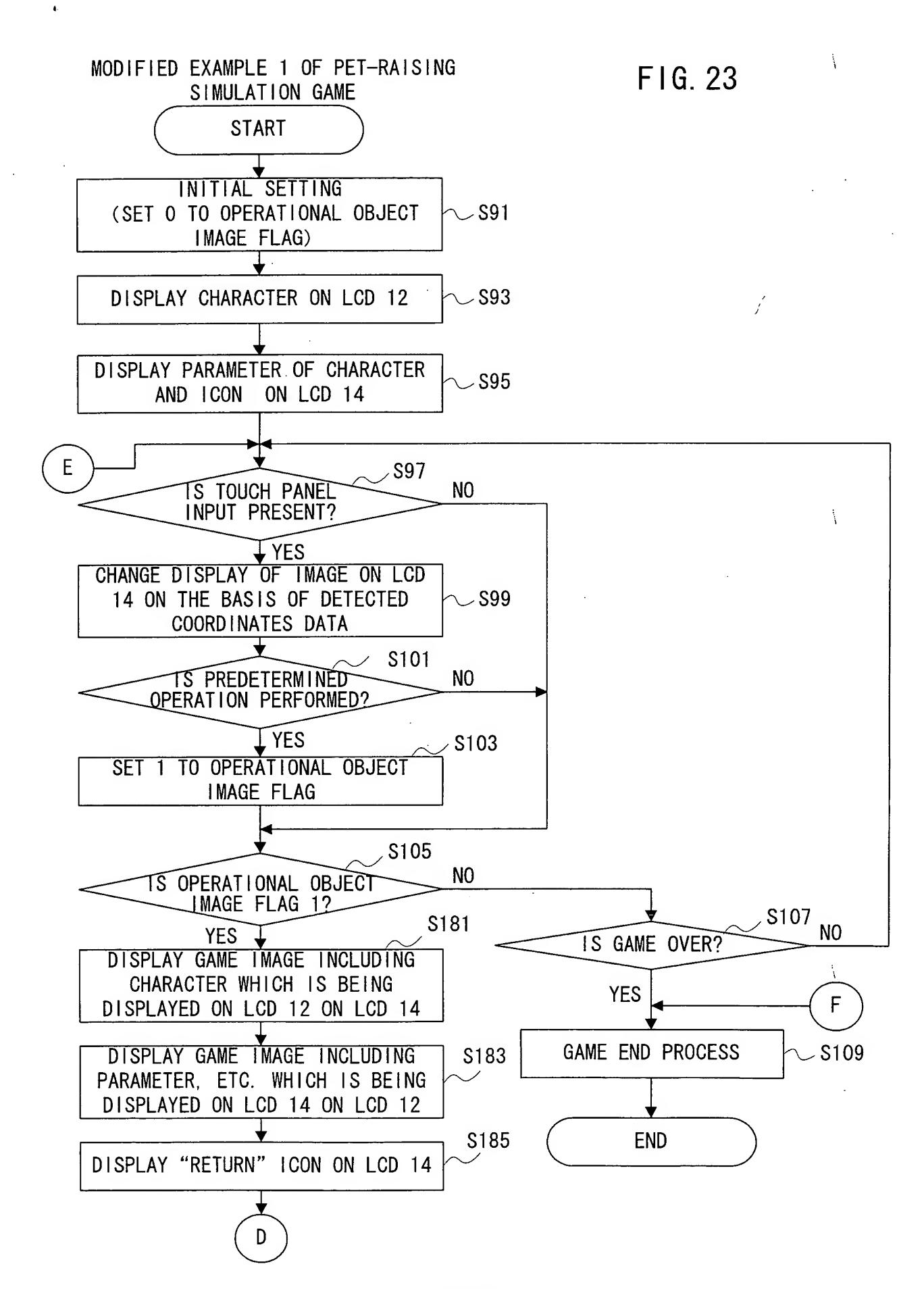


(B) 112A 116 THROW A BALL -12 112B CALL A PET -118 112C FEED A PET 120 14 110C 110A RETURN 110B 122

FIG. 22







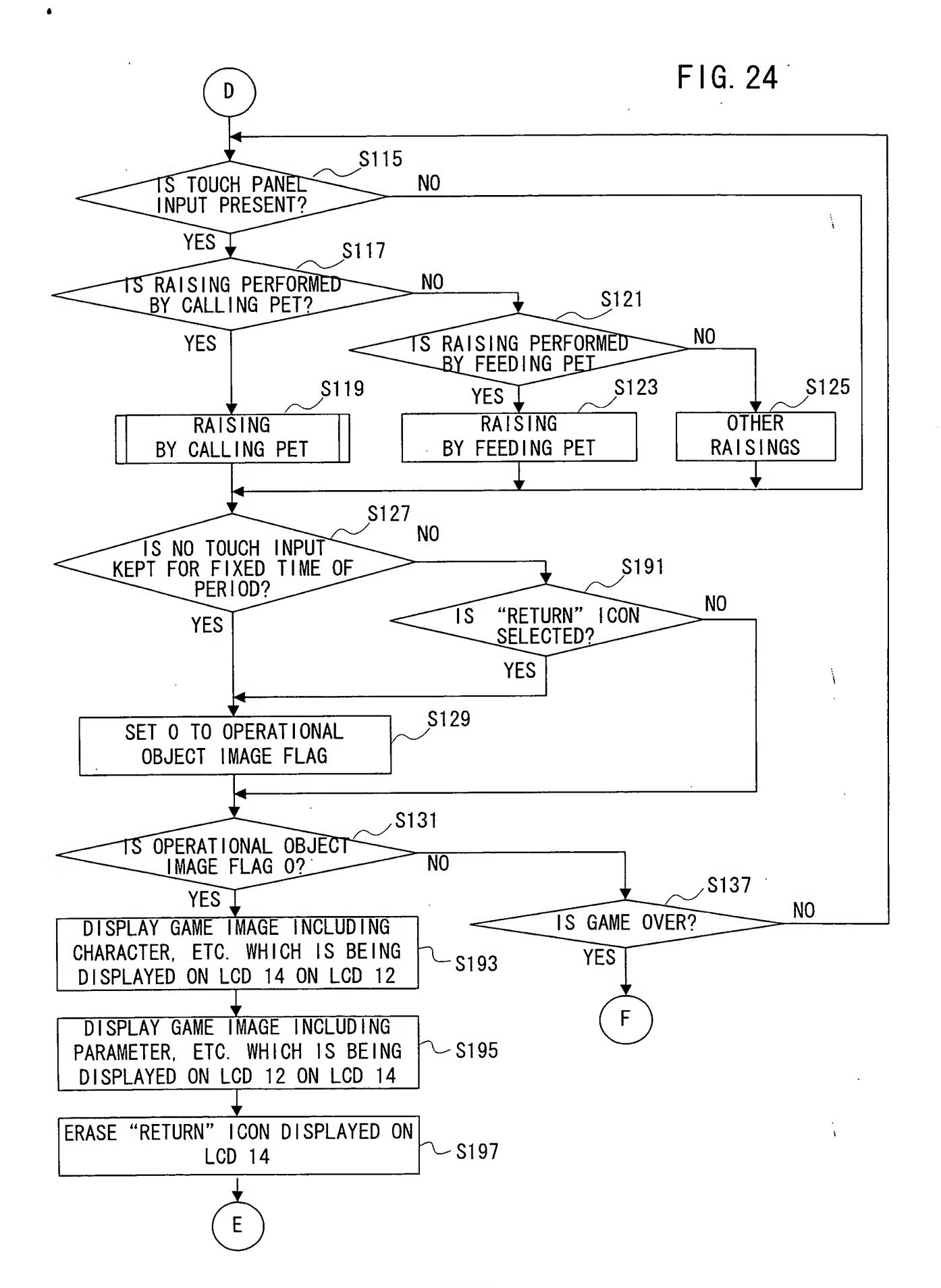


FIG. 25

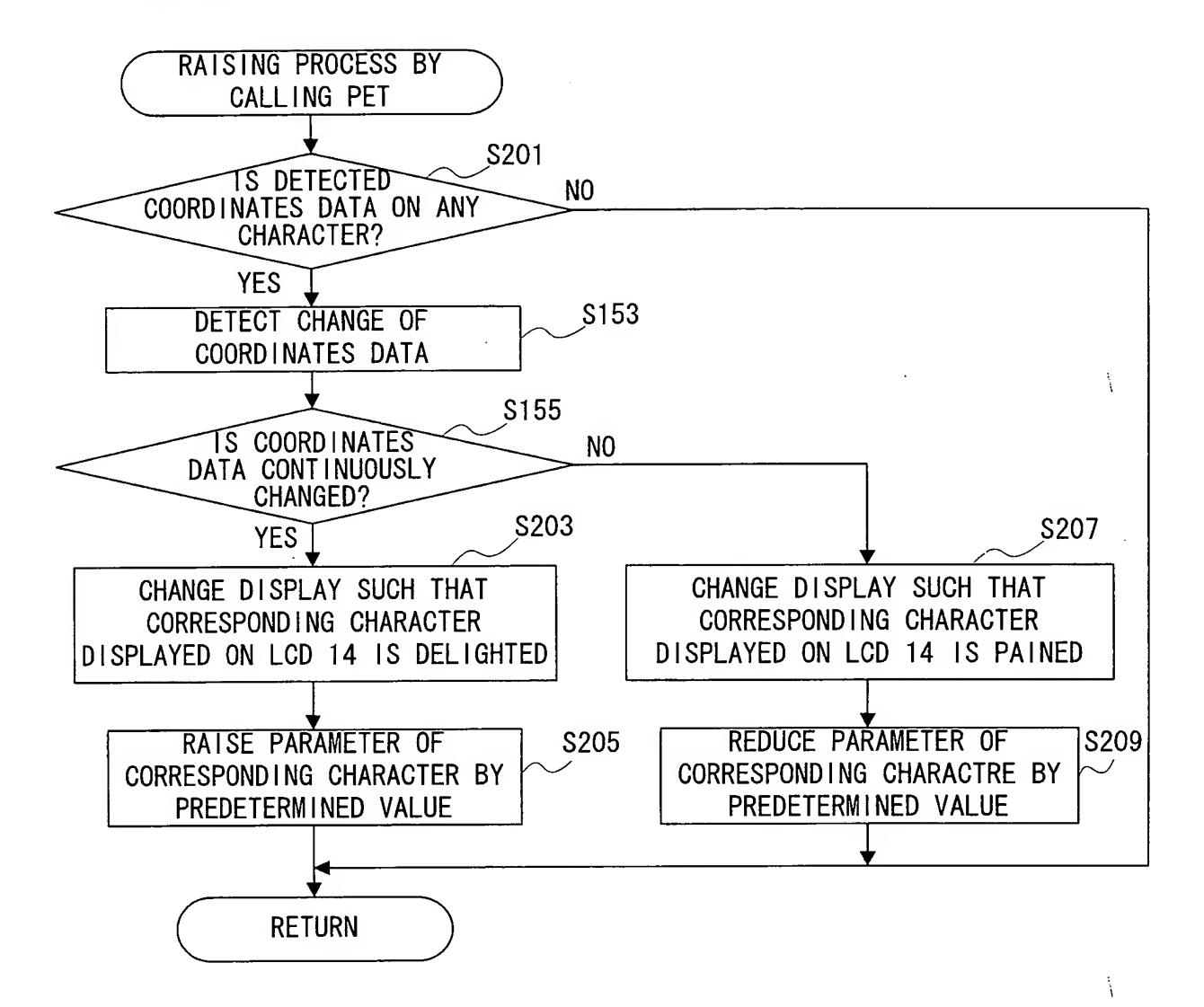
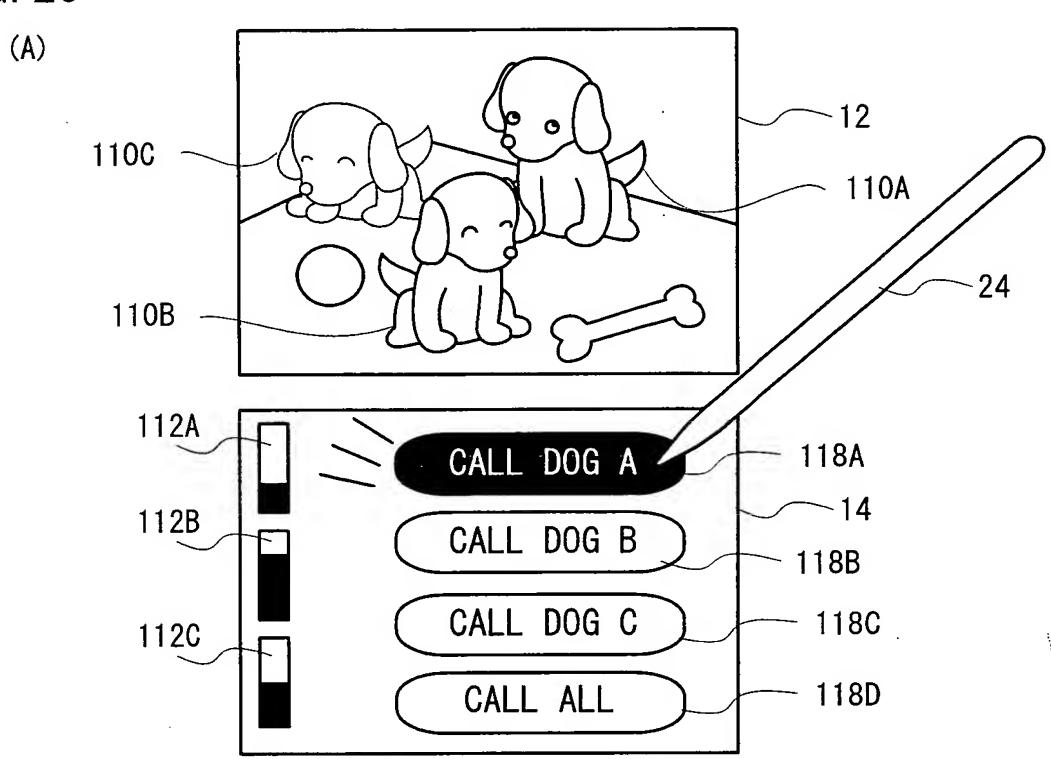
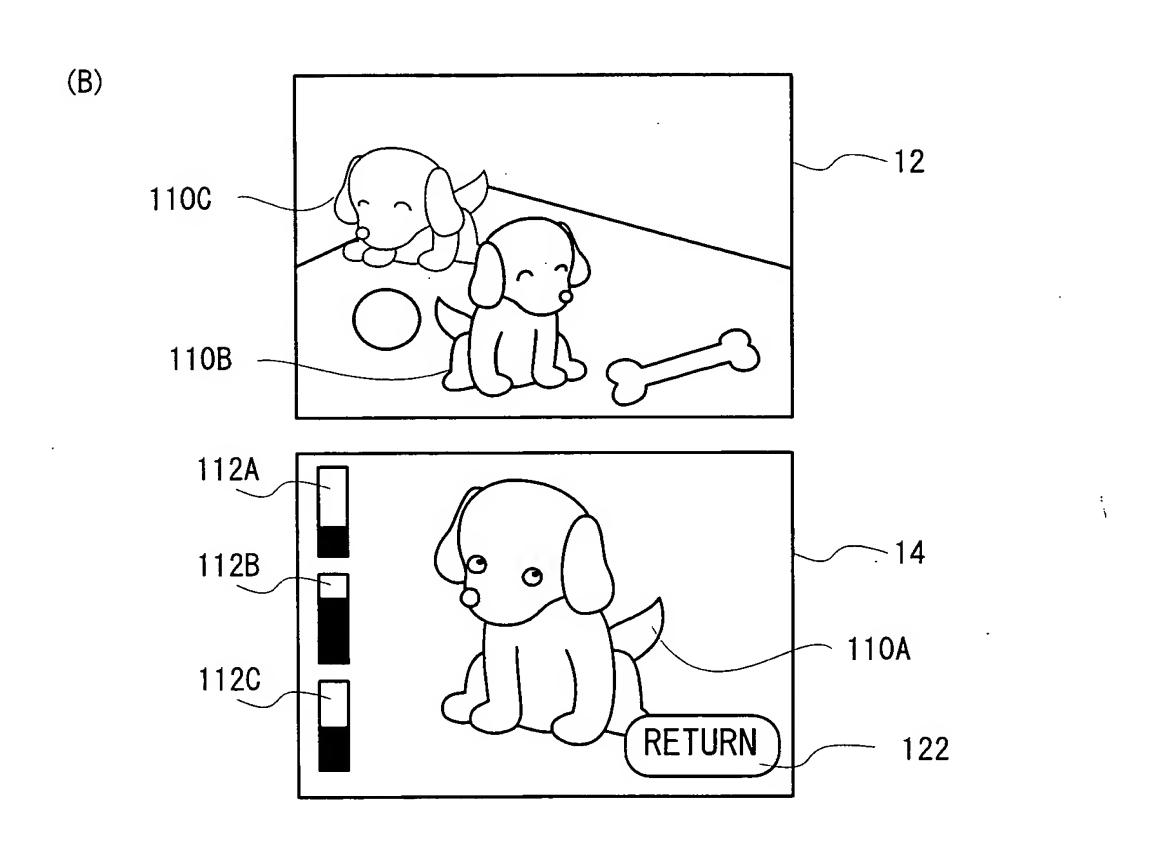
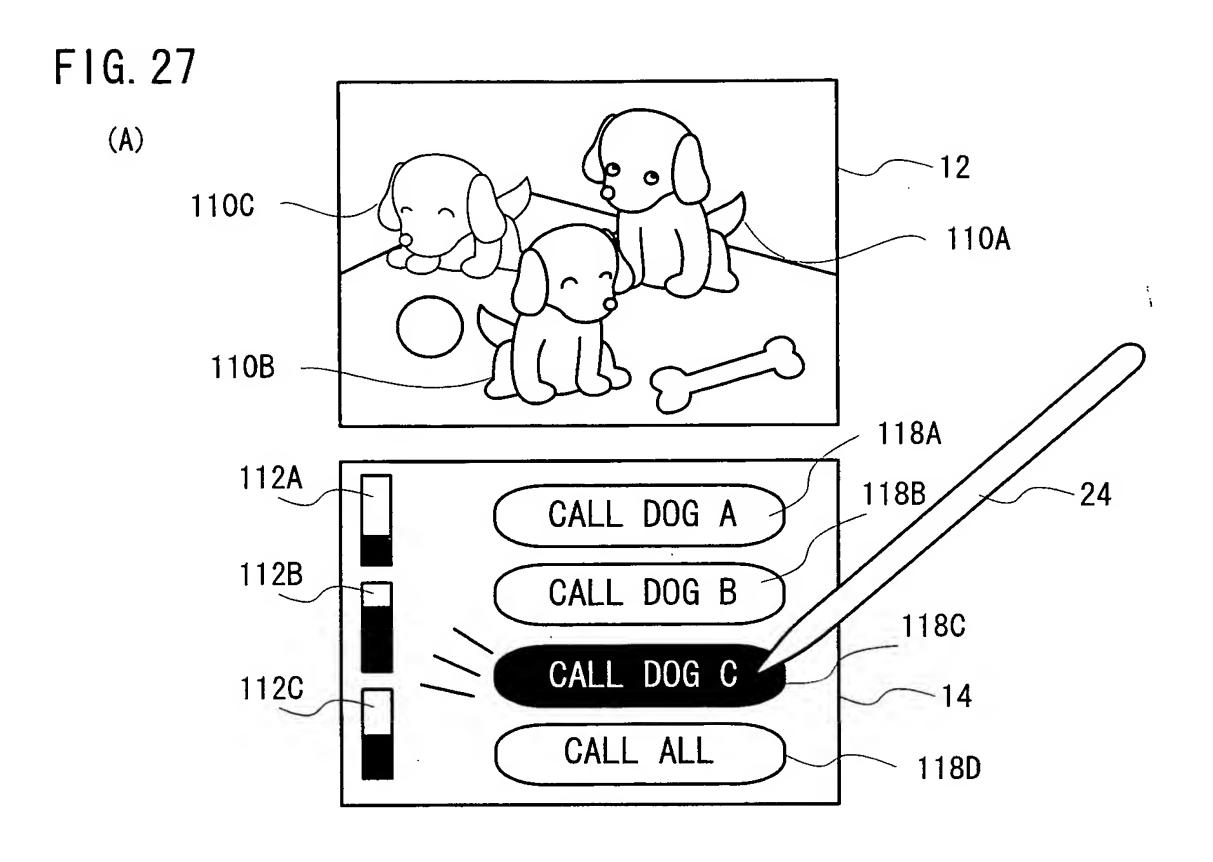
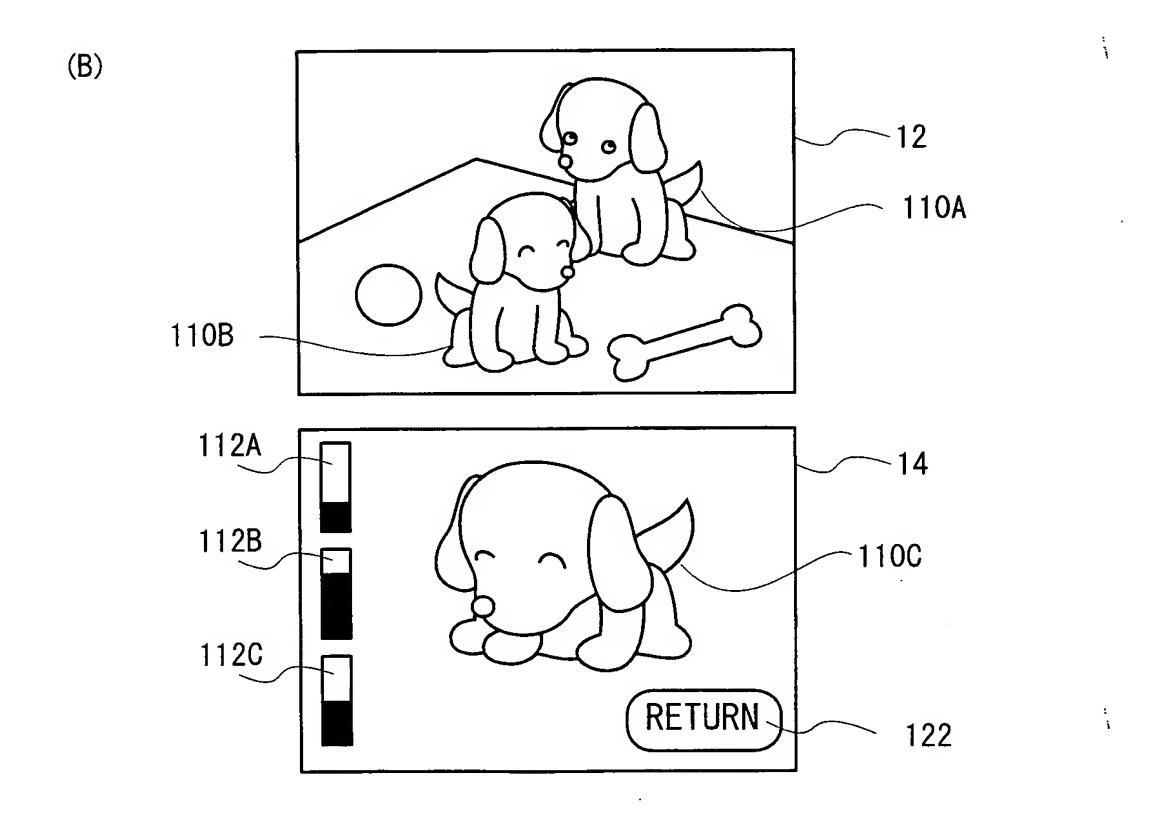


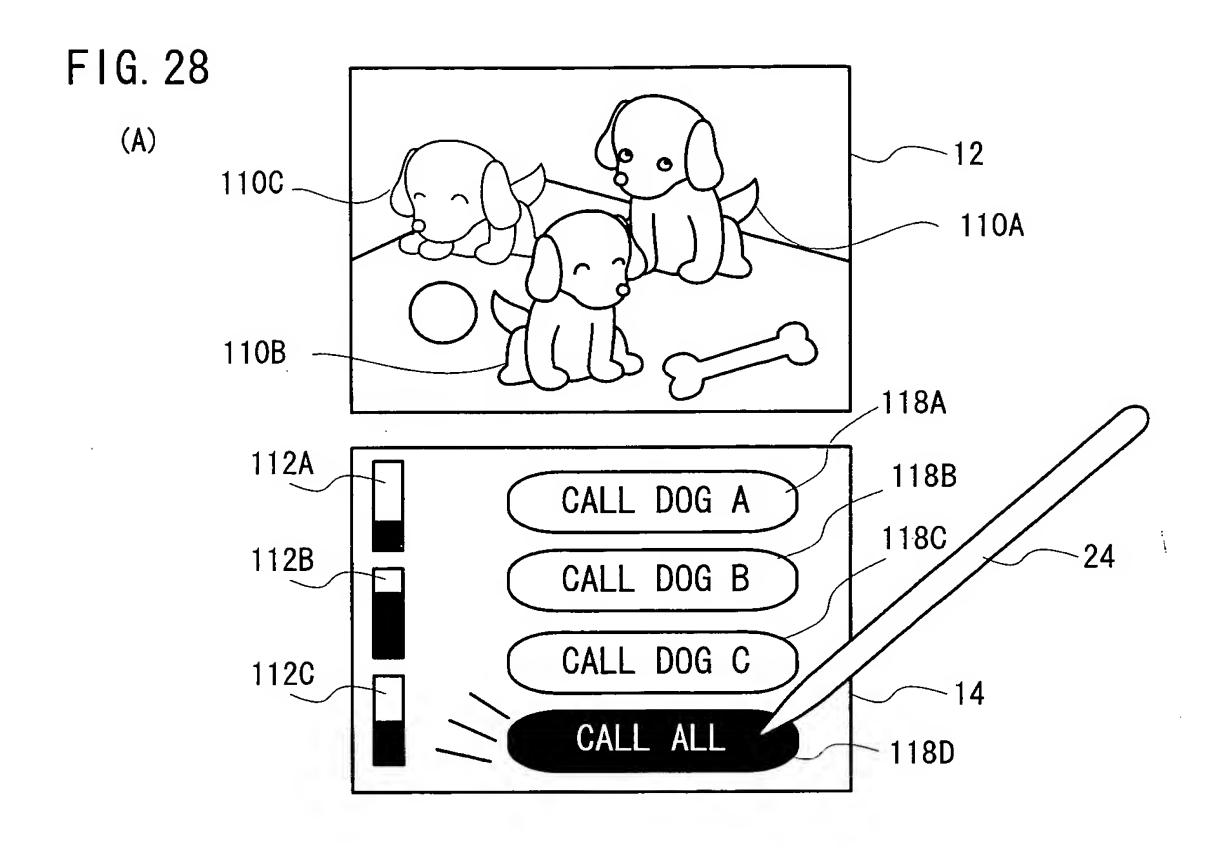
FIG. 26

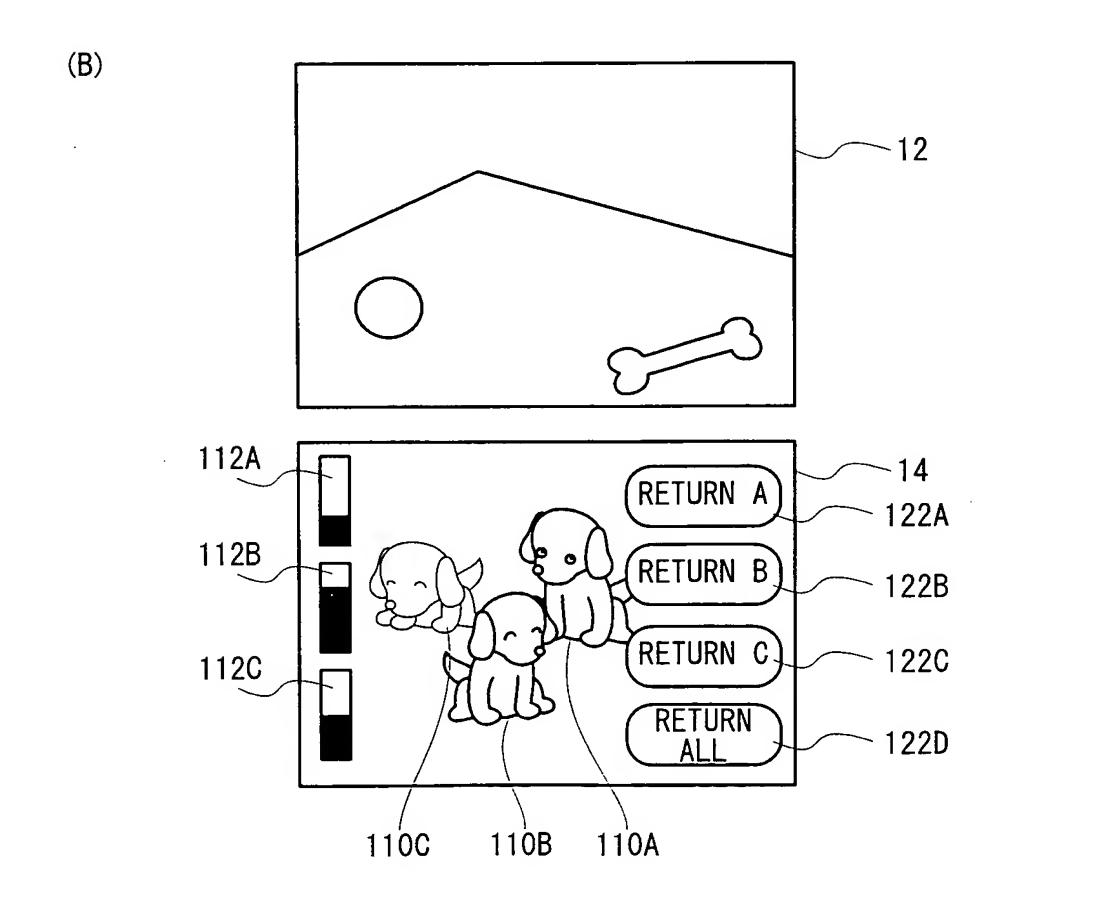


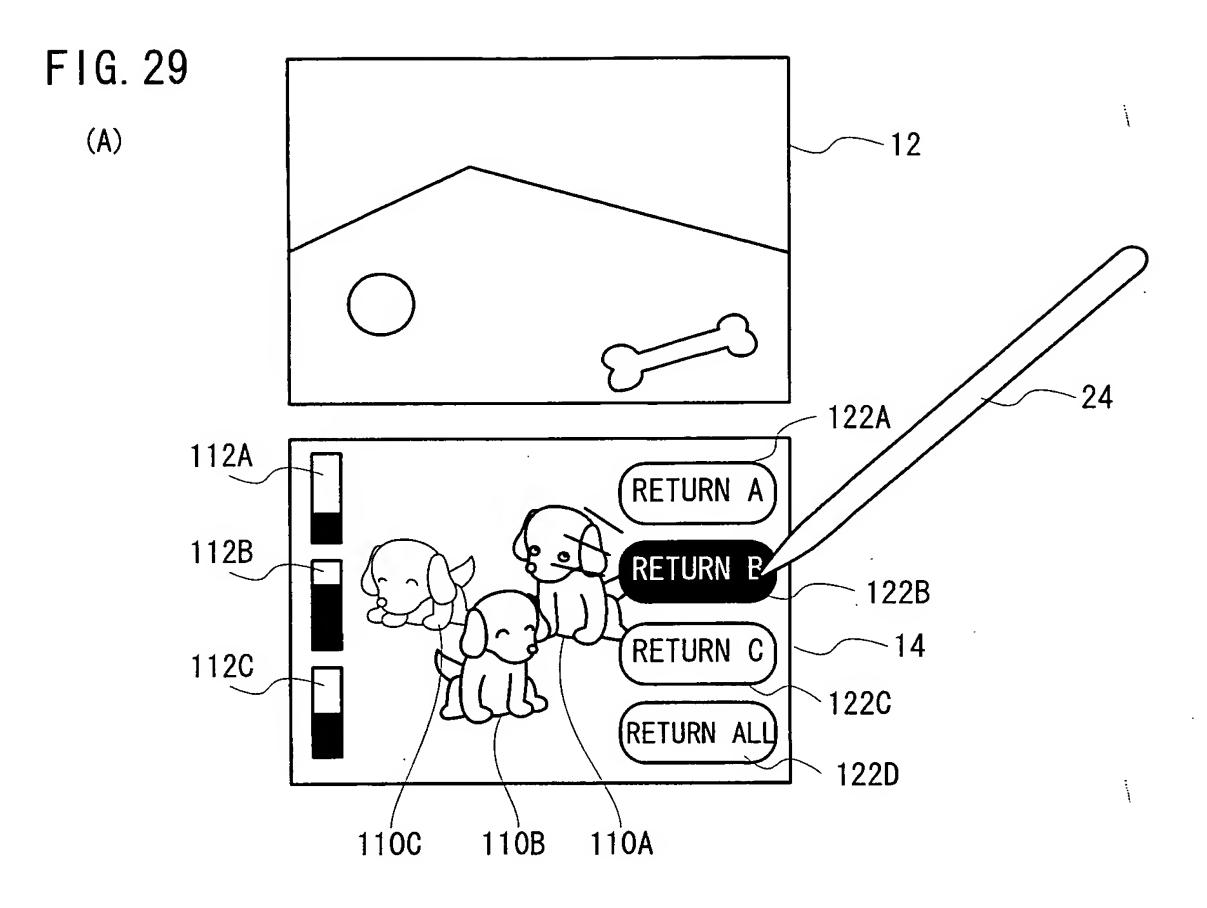


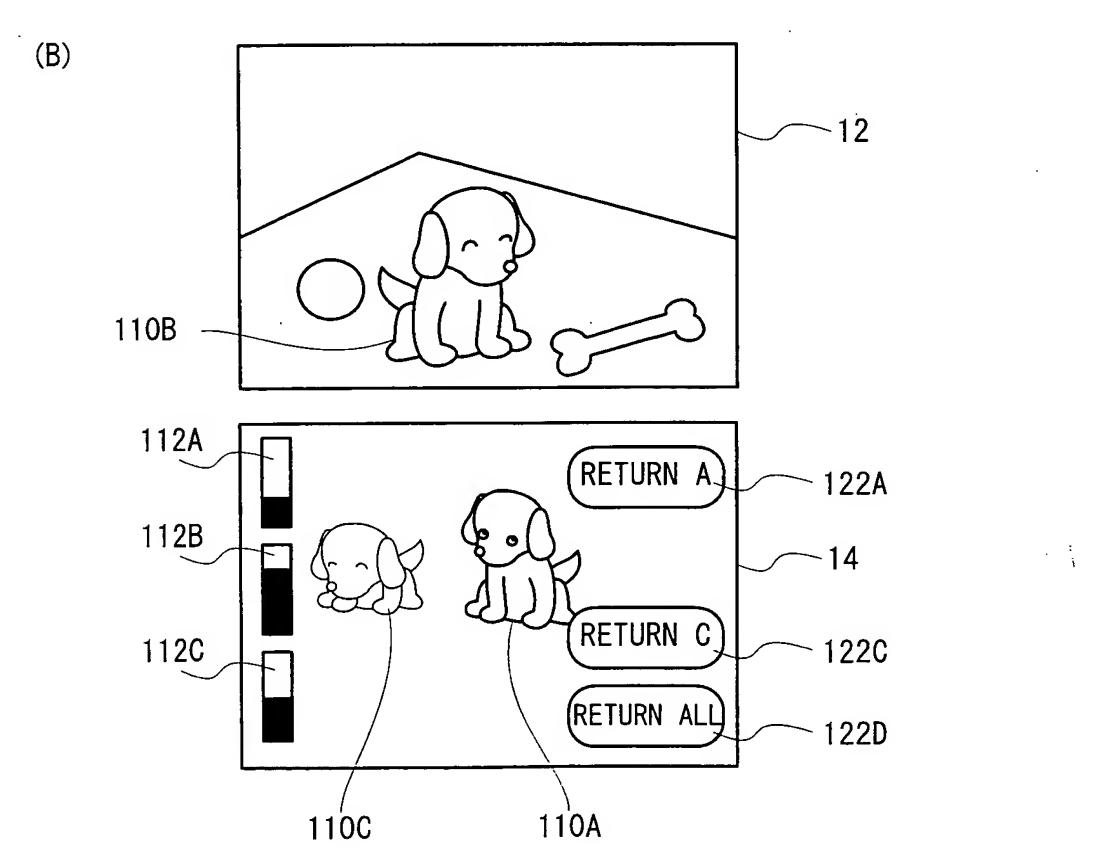


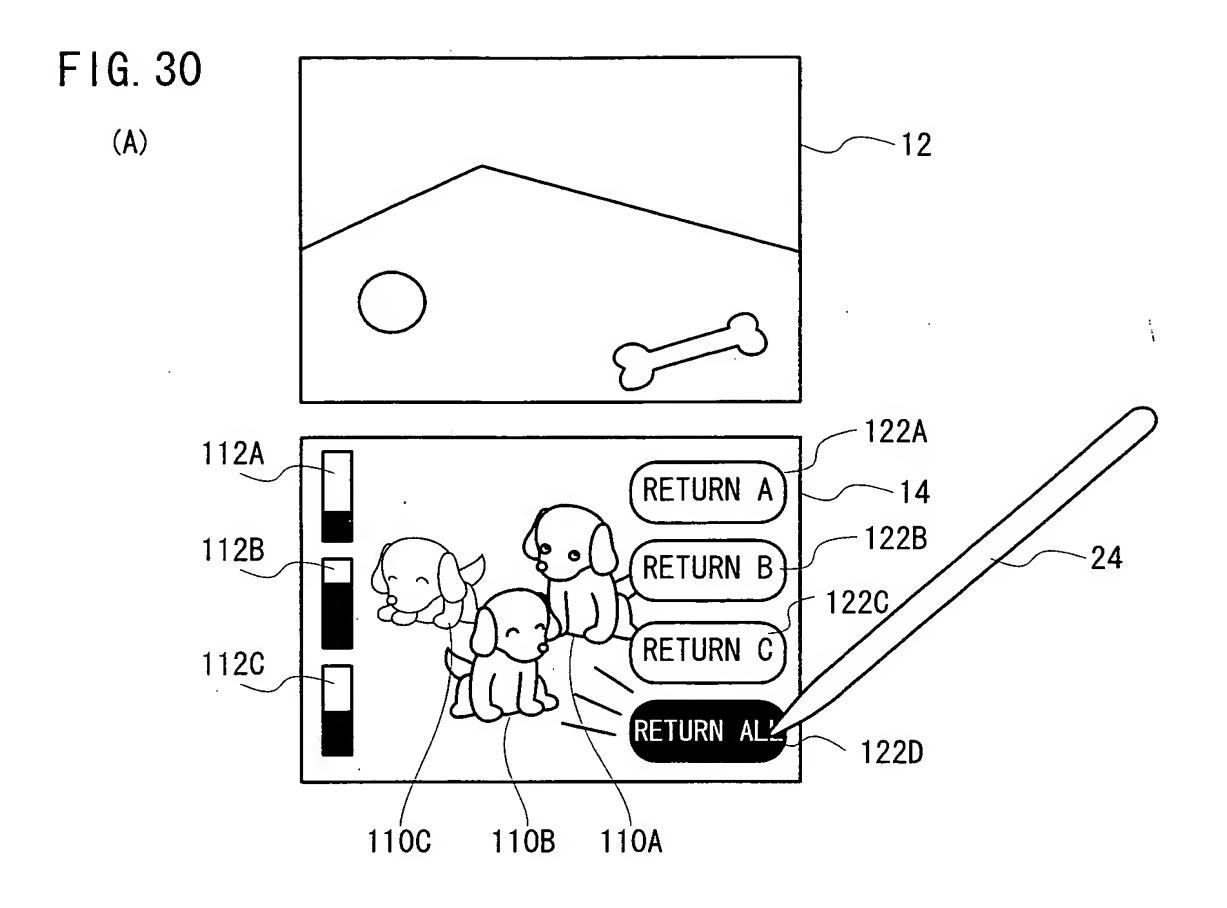


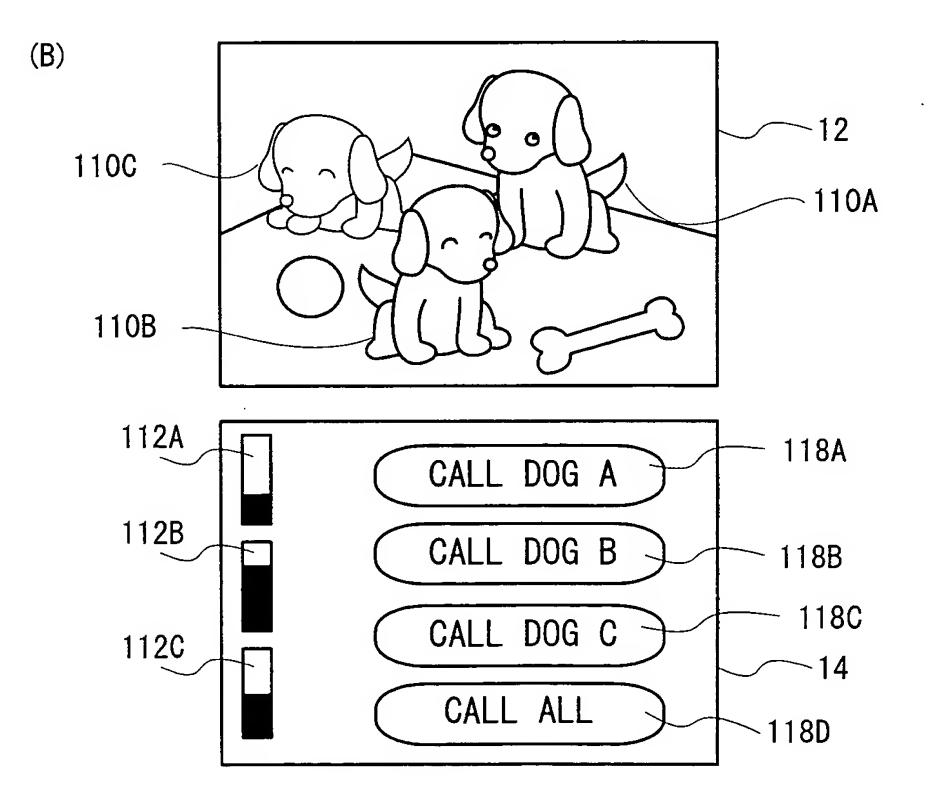




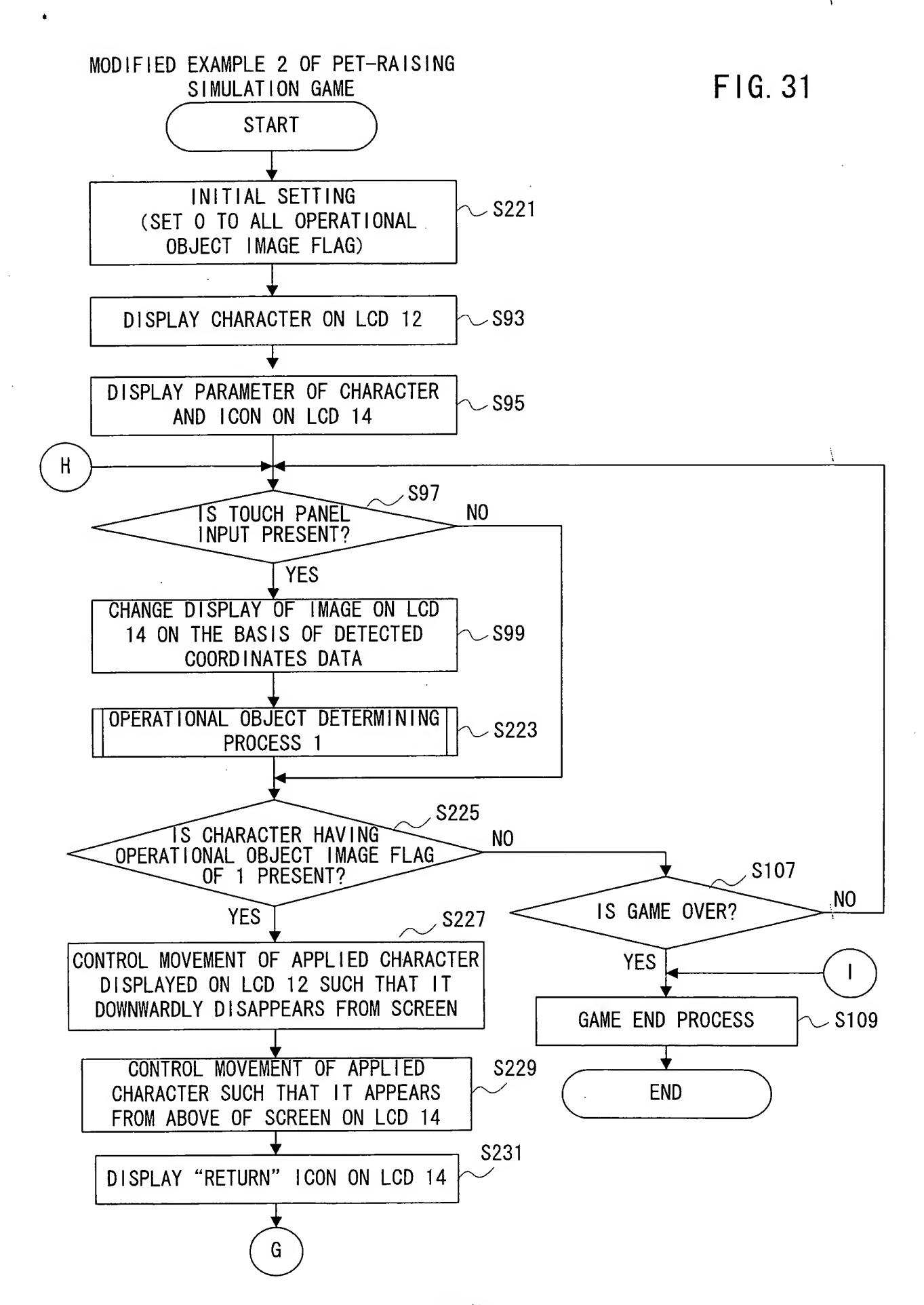








 $\exists i$ 



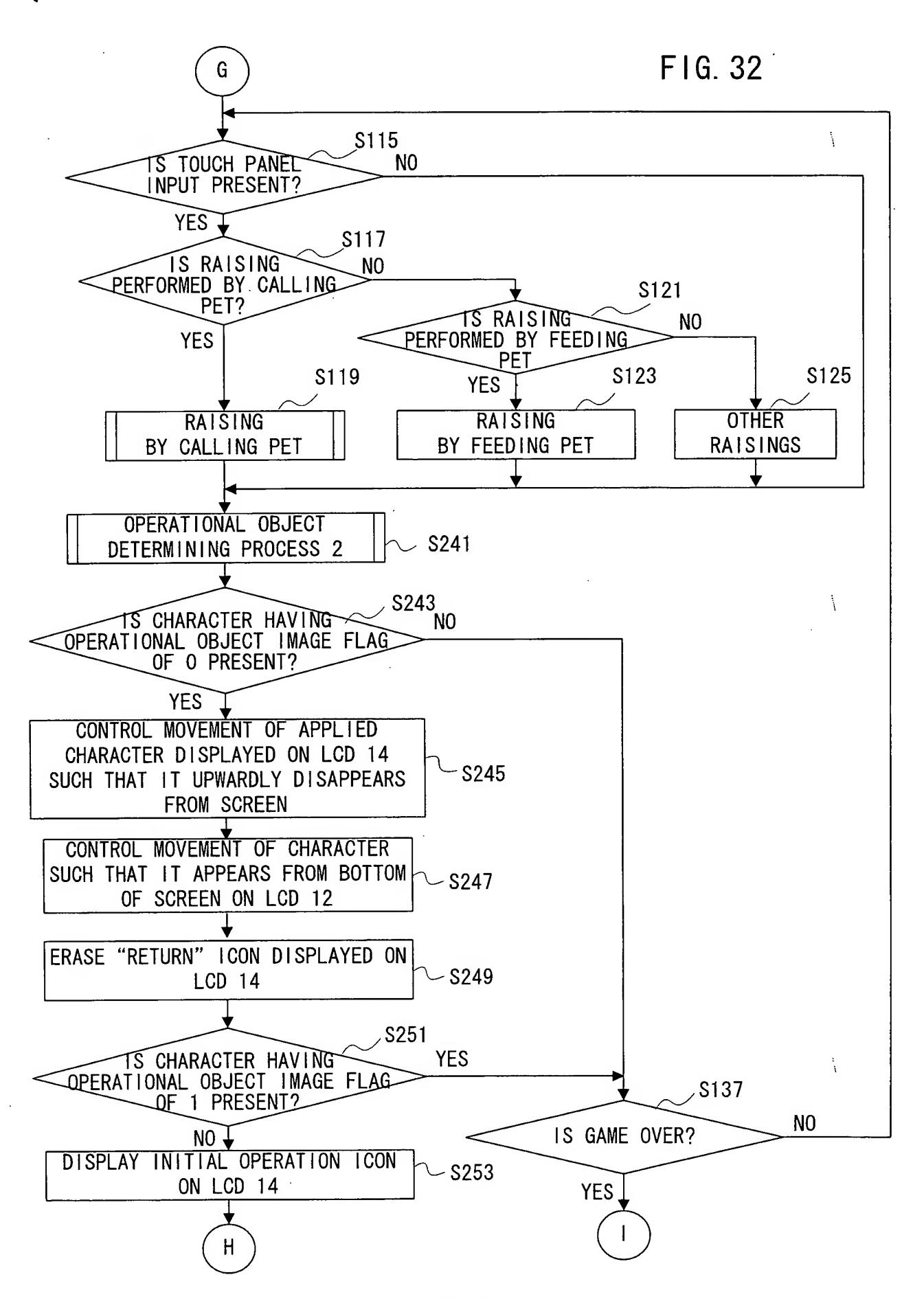


FIG. 33

